Annotated Bibliography

"Parents Think Their Kids Are Doing Well in School. More Often than Not, They're Wrong." *USA TODAY*,

www.usatoday.com/story/news/education/2024/03/22/report-cards-inaccurate-parents-communication-schools/72960913007/

- ○ This article provided an insight into the relationship between school officials and parents of students. Mire was getting reports of her daughter being at grade level and having decent grades but in reality her daughter could barely read and was under performing. This lack of communication from the school and the idea of letting kids move on to the next level is dangerous. Not only is it giving parents a false narrative of their child's skill but also allowing for the child to get left behind as they are advancing into new concepts when they haven't mastered the old ones. This article also discussed the after effects Covid has on schools as they are still struggling to catch students up. Developing cases of chronic absenteeism - where younger students miss 10% of school.

Rosenkrantz, Holly. "What Should a First Grader Know?" *US News & World Report*, U.S. News & World Report, 2021,

www.usnews.com/education/k12/articles/what-should-a-first-grader-know

- ○ This article was useful as it helped me understand the first grade curriculum better. I didn't know what first graders were learning so when creating my first game I didn't know if my concept of even and odd numbers fit into their curriculum. After reading this article I got a better understanding of where my game fits into first and second grade learning levels. It was also nice to see subjects other than Math and English as my game have been centered around those two subjects. Seeing basic things like learning time on a clock or reading a calendar really helped put a perspective on what I can create for my games.

Mader, Jackie. ""The Reading Year": First Grade Is Critical for Reading Skills, but

Kids Coming from Disrupted Kindergarten Experiences Are Way Behind." *The*

Hechinger Report, 14 Nov. 2021,

hechingerreport.org/the-reading-year-first-grade-is-critical-for-reading-skills-bu

t-kids-coming-from-disrupted-kindergarten-experiences-are-way-behind/

- ○ This article explains how important reading is to first graders and how if
  a student is struggling with reading that struggle will continue till fourth
  grade. It also talks about the lack of social skills these students have due
  to the pandemic and being in front of an ipad for most of their time.
  Which leads me to question if sitting in front of a computer would help
  them even more. It also talks about the struggle the kids have with non
  tech related objects, such as using scissors. This article allowed me to see
  the downside technology has had on the upcoming generations of
  students and the multiple issues younger kids are facing other than their
  low test scores.

Cohen, Talia. "How to Build a Website from Scratch in 10 Steps (for Beginners)."

Wix Blog, 24 July 2023,

www.wix.com/blog/how-to-build-website-from-scratch-guide

- ○ This source gave an insight on the different things to look for when
  building a website. Obviously there are websites for different things and
  this article gave a good list of some of the things companies provide. It
  also gave insight into the different domains and what those looked like
  which I wasn't aware about. Although this article did present new
  information I wasn't aware of, I am able to tell that this is a biased article
  due to the fact that it is from the company WIX. One that is dedicated to
  letting people create their own websites so of course it talks about itself
  in a positive light. Other than that fact it does provide decent steps of
  how to go about putting together a website and what to look for.

The. "The Unity Tutorial for Complete Beginners." *YouTube*, 2 Dec. 2022,

youtu.be/XtQMytORBmM?si=zbgaS0jxsKYePfne . Accessed 18 Jan. 2025

- ○ This tutorial was provided by my mentor to help me further understand how to work Unity and I found it pretty helpful. Although I still have more to cover I was able to get a basic feeling as well as the meeting spent working on Unity with my mentor. The fact that the tutorial provides guidance on making an interactive game helped generate ideas of how I want my own games to look like. This is a great resource for beginners and allowed me to understand the mechanics behind Unity. Though one thing I will say is because this was created back in 2022 Unity has gone through updates making things a bit different.

"NAEP Scores: US Sees Sharp Decline in Basic Reading, Math Skills among

Nation's 13-Year-Olds." *USA TODAY*,

www.usatoday.com/story/news/education/2023/06/21/naep-scores-basic-reading-math-13-year-olds/70337312007/

- ○ I selected this source as I wanted to see what kids were struggling with nowadays. Granted this isn't first or second grades but I feel that the decline in skills has always been present in younger years. I also appreciate the fact that you can compare the scores of 2023 to those in the 1970's. There was a decline in mathematics scores starting before the pandemic starting in 2012, showing scores were always going down. Reading has also been on a decline since 2012 with 2023 scores showing a 256 average score. The fact that these are 13 year old leads me to believe that younger kids are struggling and moving up to new concepts while not fully understanding the ones before it.

"Website Builder Honest Comparison | Side By Side Website Builder Reviews."

Youtube, 2025, youtu.be/KpaiJ-BgcHs?si=WEE7qO-2sbe-UIbg . Accessed 18 Jan.

2025.

- ○ This video allowed me to get an unbiased opinion on the multiple website creators that are online. Theres a lot of research that goes into finding a website builder but also seeing if it's a good fit for what you want to do. This video was able to compact the multiple top websites builders and show side by side the pros and cons each have for certain uses. Though WebFlow has a higher rating than the others the learning curve to the website makes it so I probably wouldn't use it as I'm more so focused on creating games so I won't have much time to dedicate to learning a new software on top of Unity. But with the program you have 100% control which is nice. Wordpress is the cheapest option out of all 5 with a $4 entry plan (monthly) and its most popular plan being $8 (monthly). Highest is Wix which ranges from $16-$22.

Steiner, David. "America's Education System Is a Mess, and It's Students Who

Are Paying the Price." *The Thomas B. Fordham Institute*, 30 May 2024,

fordhaminstitute.org/national/commentary/americas-education-system-mess-a

nd-its-students-who-are-paying-price

- ○ This article also talks about the declining NAEP scores in 8th grade. What made this article stand out is how it attacks the education system. It calls out the under performing schools parents are forced to send their children to and the difficult transfer of pre-k to kindergarten. As starting kindergartens are not ready to learn reading skills and aren't seriously introduced until 8 years old. It also mentions how schools now have lowered the bar so more students can be considered successful, tying into the concept of moving kids up when they aren't ready. Mentions the education systems spending 30 billion dollars on educational technology but the results don't show it. This was shocking as I didn't know so much money went into technology.

"Kids Are Here to Play - the Importance of Games | Cambridge English."

Www.cambridgeenglish.org,

www.cambridgeenglish.org/learning-english/parents-and-children/your-childs-interests/kids-are-here-to-play-the-importance-of-games/

- ○ This article gave an insight on how kids view games and what makes games enjoyable to kids. I know from experience that implementing fun and exciting things makes learning new concepts much easier and exciting. Throughout my time in middle school this has been done through songs and fun activities. This article explores the idea of implementing video games into younger kids' learning experience. Would this be easier to do since so many kids nowadays have been introduced to technology at a young age? The term "Covered Chocolate Broccoli" was introduced meaning a game that isn't rewarding to play. The idea of making a game fun but not boring plays a huge role as it is something I want to avoid.

"How to Make Learning Fun." *Miracle Recreation*, 17 Dec. 2019,

www.miracle-recreation.com/blog/how-to-make-learning-fun/

- ○ This article wasn't as useful as I thought as it was mostly aimed at in class learning and towards teachers rather than what my capstone is about. But it did give me more insight into the perspective I've been viewing my capstone. I've been looking at it from the perspective of teachers and how they view younger kids' education now and what they do to make learning fun. But a quote from the article states, "Kids don't get many daily choices in their routine - When kids have the power to choose it helps them become more engaged,". I realize I've been leaning into one perspective over the other and I should be engaging with kids more and get their input on how they feel. It does mention that incorporating games into learning do help as engagement lessons, so that may be a way to branch out my capstone, free educational games to teachers across Philadelphia.

Nguyen, Hoa. "How to Use Gameplay to Enhance Classroom Learning."

Edutopia, 26 Mar. 2021,

www.edutopia.org/article/how-use-gameplay-enhance-classroom-learning/

- ○ This article helps give a positive view towards the goal I'm trying to achieve while also having creative ideas of what educational games could be instead of just math and reading. It helped me realize that I shouldn't prioritize fun but actually allowing kids to understand the concept. Using games in teaching can help emotional learning and motivate students to take risks. Also mentions how games can't be a subsite for learning and should instead be integrated into lesson plans. Which opens up a point of view I've never thought about, letting teachers play the game. I've obviously thought of talking with first and second grade teachers but allowing them to play the game and see how it benefits their students would help me improve the developing process. The idea of a storyline game might be nice.